

Fahad Shaikh

GAME DEVELOPER

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Summary

Computer science student enthusiastic gamer and developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. A clear understanding of software development. Love playing games. Motivated to learn, grow and would love developing games at Mindstorm Studios.

Skills

General Report Writing, Leadership, Management, Teamwork, Communication

Programming C#, JavaScript, C, LaTeX

Gaming Engine Unity

front-end React Native, React, Redux, HTML, CSS

back-end Firebase, Nodejs

Softwares Android Studio, Figma, Adobe Illustrator, Adobe XD, MS Office

Languages Urdu, English, Regional

Education

B.S. in Computer Science

Karachi, Pakistan

BENAZIR BHUTTO SHAHEED UNIVERSITY

Nov. 2018 - In progress

- Got a Sindh Gov Scholarship which is given to promising students in Computer Science Dept.

Projects

Social Networking Platform for Gamers

Android/IOS

REACT NATIVE AND FIREBASE

2019

Unity 2D Space Shooter Game

Game Project

UNITY AND C#

2020

Dungeon Escape

Game Project

UNITY 2D AND C#

2020-(In-Progress)

Work Experience

Microsoft Corporation

Virtual

ENGINEERING INTERN

Jun. 2020

- Prepared for virtual experience at Microsoft.
- Explored Microsoft's commitment and approach to putting values into action.
- Discovered Microsoft's Four Solutions that enable digital transformation.
- Bring your professional voice to the Microsoft table.
- Realized the impact of a positive first impression.
- Learned how Microsoft Azure is leading the way in helping organizations meet their business challenges.

Social Outreach

99 Gamers, 90 Games and Advance Gamer

Facebook Pages

FOUNDER

Jan. 2018 - PRESENT

- Have more than 90k members where I daily share news about gaming.